

JUDGE'S MANUAL



JUSTICE DEPARTMENT

FORM S.P./11636/99 (amended)

This manual remains the property of Mega-City 1 Academy of Law and must be returned upon the death of the carrying judge.

This manual describes the basic procedures laid down in Justice Department Regulations for a patrolling judge. The judge reading this manual needs no reminding that only the judges can hold down the levels of crime which are threatening to destroy Mega-City 1.



1.1 Justice Department procedure requires all judges to monitor the crime display on the Lawmaster bikes.

1.2 The crime display shows a map of the judge's sector only. Regulations state that it is forbidden to switch to maps of sectors other than the judge's sector.

1.3 Over the sector map, the locations of currently reported crimes are shown. It is the judge's own responsibility to select the next crime to respond to.



CRIME DISPLAY

1.4 Correct procedure is to drive the judge on a Lawmaster to the selected crime using the joystick and press the fire button.

1.5 Regulations require the judge to approach a perp' mounted. When near the reported crime, dismount and proceed on foot.

Footnote

1. Perp: Judge's slang. Perpetrator of a crime. Criminal.

2.1 Moving through Mega-City 1 on foot is considered an A7 risk category. The judge must carry a Lawgiver pistol at all times. Lawgivers should be set to normal bullets, unless desired otherwise by the judge.

2.2 Correct procedure for selecting a different type of bullet is to hit one of the keys 1-6. The bullet types possible are:

- 1 Normal Bullets.
- 2 Armour Piercing Bullets.
- 3 Incendiary Bullets.
- 4 Ricochet Bullets.
- 5 High Explosive Bullets.
- 6 Heat Seeking Bullets.

2.3 Central control will radio an appropriate response level to the crime being investigated. Standard response levels are Halt, Warn and Kill. Warn level fires a warning shot, judges in the field report that warning shots occasionally mis-fire.

2.4 It is within the individual judge's discretion to change the response level recommended.

Left Shift Halt Level. Shout halt at the perp.

Right Shift Warn Level. Fire a warning shot.

Space Bar Kill Level. Fire real bullets.

MOVING ON FOOT





2.5 Central control will radio more information about the perp's whereabouts as the judge proceeds on foot. Justice Department procedure for exchanging the status display at the bottom of the screen for more information is to press the F7 key. Pressing F7 again re-displays the status information.

2.6 Regulations allow the individual judge to pause during his or her current mission. Approved procedure to pause is the press the F1 key.

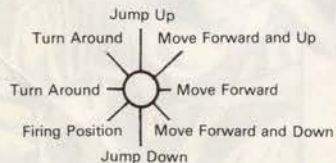


Figure 1. Fire Button Not Pressed

2.7 Regulations state that it is within the individual judge's discretion to abort his or her current mission. Approved procedure to abort is to press the F3 key.

2.8 Correct procedure for moving the judge is to move the joystick in the following approved manner:

If Halt or Warn levels are selected, pressing the fire button will produce the appropriate actions.



Figure 2. Fire Button Pressed

2.9 Justice Department approved actions to enter a background door or lift is to move the joystick up while standing over the door or lift.

2.10 Doors and lifts allowing access to Justice Department personnel are coloured blue.

2.11 The judge is permitted to respond to any hostile activity. All perps are known to be white and carry guns.

2.12 The killing of innocent passers-by is frowned upon by the SJS'. It is recognised, however, that it may be unavoidable.

Bullet Type	Response Level		Stamina
Ammunition Level			Score
Location within Mega-City 1			

4.1 A judge may be removed from duty if he or she allows the level of crime in his or her sector to rise above eight crimes.

Footnote

2. SJS: Special Judicial Service. Investigates other judges.

STATUS DISPLAY

3.1 Justice Department regulations state that a judge may examine his or her status display at any time. The status display is the bottom section of the screen.

3.2 The standard Justice Department status display has a uniform layout:

GROUNDS FOR REMOVAL

4.2 Injury or death are not grounds for removal. In the case of death, a replacement judge will be rushed to the sector.

GLOSSARY

Perp Criminal

Lawmaster The large, powerful motorcycle ridden by judges.

Lawgiver The pistol carried by judges, it has six possible settings for six different bullet types.

Tap Mugging

Alien Seed Deals Alien seeds are half-animal, half-plant. After planting they grow rapidly and become mobile, biting anything they can. Packs of them roam the streets and are a major pest.

Stookie Glanding Stookies are intelligent aliens whose adifax gland can be used to stop aging in humans. Mobs control factory farms where stookie glands are systematically extracted.

CREDITS

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